



Starr Aviation - Coverage for Renters and Flight Instructors also known as "Non-Owned Coverage"

Why do I need non-owned coverage?

If you are flying an aircraft you don't own you have a need for this! Having a non-owned policy will protect your future in the event you have an aircraft accident or cause damage to a non-owned aircraft you are using. The average cost of a claim is about **\$30,000** why not get your non-owned policy and get your peace of mind when flying non-owned aircraft.

Flight Instructors—we have a policy for you as well which will cover your liability while giving dual flight instruction.

Coverage Highlights

- Personal/Non-Commercial coverage
- Coverage for Flight Instructors and Examiners including coverage for negligent instruction
- Can be tailored to include Single Engine, Multi-Engine and even Piston Powered Rotorcraft and coming soon single engine seaplanes
- Light sport and experimental aircraft are included

AVAILABLE DISCOUNTS

- Claims free experience
- Completion of any level of wings in the last 12 month (basic, master or advanced)
- Master Flight Instructors

POLICY ENHANCEMENTS

- Limits of liability up to \$1,000,000/\$200,000 passenger and \$200,000 non-owned physical damage liability
- Medical payments available up to \$10,000 each person
- Deductible liability insurance included (up to \$5,000) when non-owned physical damage liability is purchased
- Baggage \$1,000 each person
- Search and rescue coverage \$25,000 each occurrence
- Runway foaming \$25,000 each occurrence
- Damage to non-owned hangars and contents \$25,000 each occurrence

Need to talk to or email someone? For further information on Starr's Renter and CFI Non-Owned Coverage, please click the contact tab located on the previous screen

ACCESS TO STARR'S NON-OWNED OFFERING

- Available exclusively through our online StarrLink® system
- Buy and pay on line
- Process takes less than 5 minutes to complete
- **Immediate** confirmation of coverage—buy today fly covered today!



Underwriting the future